WHAT WE CLAIM IS:

1   1.   A method comprising:

2   determining data representative of at least one of:

3   an end time,

4   a maximum number of plays,

5   a wager amount, and

6   a rate of play;

7   initiating automated play of at least one slot machine,

8   in which at least one of the at least one slot machine is not available

9   for manual play at least during the automated play;

10   terminating the automated play of the slot machine based on the data;

11   receiving a first signal including a representation of the automated play;

12   receiving a request from a remote player to view the representation of the

13 automated play; and

14   transmitting a second signal including the representation of the automated

15 play to a remote player.

1   2.   The method of claim 1, further comprising:

2   transmitting locking data to the at least one slot machine.

1   3.   The method of claim 1, in which at least one of the at least one slot

2 machine is not operable for manual play.

1   4.   The method of claim 1, in which at least one of the at least one slot

2 machine is not accessible by any player.

1   5.   The method of claim 1, further comprising:

2   enabling manual play of at least one of the at least one slot machine after

3 terminating the automated play.

1   6.   The method of claim 1, in which a first slot machine of the at least one slot

2   machine is stacked on top of a second slot machine.

1   7.   The method of claim 1, in which at least one of the at least one slot

2   machine comprises a first casing that may be replaced with a second casing.

1   8.   The method of claim 1, in which transmitting the second signal comprises:

2   determining a communication device that is associated with the remote

3   player; and

4   transmitting the second signal to the communication device.

1   9.   The method of claim 8, in which the communication device comprises a

2   handheld device.

1   10.   The method of claim 8, in which the communication device comprises a

2   telephone.

1   11.   The method of claim 8, in which the communication device is associated

2   with an internet protocol address.

1   12.   The method of claim 1, in which transmitting the second signal comprises:

2   transmitting the second signal via wireless communication.

1   13.   The method of claim 1, in which transmitting the second signal comprises:

2   transmitting the second signal to a display device.

1   14.   The method of claim 1, in which the first signal comprises a video signal.

1   15.   The method of claim 1, in which the first signal is received from a camera.

1   16.   The method of claim 15, in which the camera is operable to view the

2   automated play of at least one of the at least one slot machine.

1   17.   The method of claim 15, in which the camera may be operated by the

2   remote player.

1   18.   The method of claim 1, in which transmitting comprises:

2   transmitting the second signal in response to a request from the remote

3   player.

1   19.   The method of claim 1, in which at least one of the at least one slot

2   machine comprises a machine identifier:

1   20.   The method of claim 19, in which the machine identifier is viewable by the

2   remote player.

1   21.   The method of claim 1, in which at least one of the at least one slot

2   machine comprises an indicator of activity.

1   22.   The method of claim 21, in which the indicator of activity comprises at

2   least one of:

3   a source of light,

4   a source of light having a color that is associated with the remote player,

5   a flag, and

6   a text message.

1   23.   A method comprising:

2   receiving data associated with a remote player, the data representative of at

3 least one of:

4   a wager amount, and

5   a maximum number of plays;

6   initiating automated play of a slot machine;

7   terminating the automated play of the slot machine based on the data;

8   receiving a first video signal from a camera, in which the first video signal

9 indicates at least one outcome of the automated play;

10   generating a second video signal that indicates the at least one outcome of

11 the automated play;

12   determining at least one communication device that is associated with the

13 remote player; and

14   transmitting the second video signal to the at least one communication

15 device.

1   24.   A method comprising:

2   receiving from a player a first amount of funds for use in providing a

3 session of play of a slot machine for a remote player;

4   storing the first amount of funds in a repository;

5   checking out the first amount of funds;

6   initiating the session of play using the first amount of funds;

7   storing an indication of at least one outcome generated during the session of

8 play;

9   determining a second amount of funds based on the session of play; and

10   checking in the second amount of funds at the repository.

1   25.   The method of claim 24, in which checking out the first amount of funds

2 comprises:

3   indicating the first amount of funds in a log.

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1   26.   The method of claim 24, in which checking in the second amount of funds

2   comprises:

3   indicating the second amount of funds in a log.

1   27.   The method of claim 24, further comprising:

2   determining a first difference between the first amount and the second

3   amount;

4   determining an amount won during the session;

5   determining an amount lost during the session;

6   determining a second difference between the amount won and the amount

7   lost; and

8   determining whether the first difference is equal to the second difference.